

GAME BOY ADVANCE

AGB-RZWE-USA

BUILT-IN
GYRO SENSOR

WarioWare™
TWISTED!



The international bestseller, now in paperback!

“Twisted!: My True Life Story”

“I laughed. I cried. I napped. Then I laughed some more.”—Orbulon, alien
“I was hoping for more, you know, intrigue.”—Kat, ninja kindergartner

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS. NOT COMPATIBLE WITH THE GAME BOY PLAYER ACCESSORY.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information. For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529. This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



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The WarioWare: Twisted! Game Pak contains both an internal Rumble Feature and a special Gyro Sensor that detects sideways movement—adding a new twist to your game-play experience.



CAUTION:

Do not use this game while your Game Boy Advance is connected to the AC adapter. Movements during game play may cause the AC adapter to become unplugged or cause damage to the cord, connecting plugs, or hardware.

Do not leave the Game Pak loaded in the hardware during storage or transportation. Excessive force on the Game Pak may cause damage to the hardware or game.



WAAAAA-RIO HERE!

Long time no see!

After snarfing down my usual breakfast of liver and onions, I was feeling great! I started to play this video game, but I totally stunk at it! So I did what I always do: I freaked out.

SMASH!

Before I knew it, my precious Game Boy Advance was sitting on the floor in pieces. My only friend! Broken!

I took it to Dr. Crygor, thinkin' he'd fix it for me. He tossed it into this thing that looked like a washing machine. (I think he called it the "Gravitarator.") When the GBA popped out, it looked even more busted!

All of the buttons were gone! So that old loony bin, he says I have to spin it to play it now! But you know, it was kinda fun...

I GOT IT!

I could smell another fortune on my hands! Or maybe it was all the garlic I ate. Anyway, I decided to pull my friends together again to make a bunch of spinning microgames! I'd be rich! What to call my master creation? How about...

WARIOWARE: TWISTED!



WHAT'S SPIN?

WarioWare: Twisted! is unlike anything else out there!

For one thing, it was developed by a genius. ME! Lemme tell you about it. You'd better take your socks off now, 'cause if you don't, this game'll knock'em right off!

Actually, it was I who pioneered the spin technology with my invention: the "Gravitator."

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SPIN THE GAME BOY ADVANCE
'ROUND AND 'ROUND TO PLAY!

9

THE CONTROLS ARE A PIECE OF CAKE!

L BUTTON

Press **L** to speed through the scrolling messages.

You don't use **+**
in this game.

START

Press **START** to take a break!

SPIN

Spin the GBA in the direction you want to move!

R BUTTON

Press **R** in a menu to grab onto an icon and keep it from spinning.



A BUTTON

The only button that you use in the microgames is **A**. Easy, huh!

B BUTTON

Press **B** to exit a menu and to skip intro movies you've already watched.

Hello!
Wario's busy,
so I'm going to brief
you on how to play!
You know, my plate is
pretty full with my pizza
shop, music, and
WarioWare, Inc. And he
thinks he's busy! I'd
better get a raise
for this!

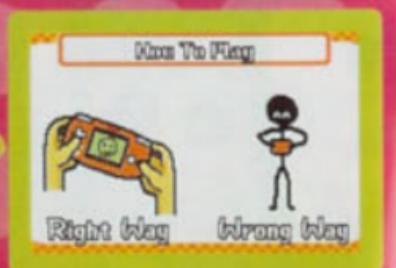


LET'S GET STARTED!

First, insert the Game Pak in the Game Boy Advance and turn the power on. After the opening movie, the title screen will appear. When you see PRESS START, press ! Duh!



After you turn the power on, the Gyro Sensor will calibrate, so don't move!



After you've looked at How to Play, press  one more time!

Now, you're looking at the Modes menu. Spin the GBA until the hand is over  and press **A**!



It's Wario's game, so you'll start on his stage. Spin the GBA until the hand is on his ugly mug (I hope he's not reading this!), and press **A** to pick him. His stage is the Smorgasbord Sampler.



By the way, this game saves your progress automatically. Nifty, huh!



TWISTED TIP #1

Inside the WarioWare: Twisted! Game Pak is a Gyro Sensor that detects sideways motion. This sensor lets you control the game by shaking and spinning the GBA. Twist the GBA like it's a steering wheel. Be careful to not drop it!



TWISTED TIP #2

Take it out for a couple of spins, but don't hold the GBA and spin yourself. You'll just get dizzy and barf!



The Gyro Sensor re-centers itself with each microgame. So, after each microgame, be sure to straighten out the GBA.

WHAT'S ON THE MENU?

Microgames that you have played once before are recorded in the Spindex for you to play again. Replay games you like, or practice ones that you don't quite get.



WarioWare: Twisted! is packed with fresh, tasty microgames! Once you beat a character's Boss Stage, you can move on to the next!

PRESS **R** TO GRAB AN ICON AND KEEP THE MENU FROM MOVING. THIS'LL MAKE IT EASIER TO MAKE YOUR SELECTION, ESPECIALLY WHEN THE MENU IS HUGE!

Once you clear a bunch of microgames, you'll start to collect souvenirs from Diamond City! What you do with them is up to you.

In Options, you can adjust the Rumble settings and watch the ending movies of the stages you've cleared. You can also erase the memory, but be careful, because if you do this, you won't be able to recover any of the data!



SOUVENIR NOTES

I'm 18-Volt! 'Sup? I love collecting tons of stuff! Records, posters, toys, and, of course, all kinds of games. Wait, you like to collect stuff, too? It's like we're on the same wavelength! In this latest installment of WarioWare, you can win souvenirs by clearing microgames! Check it out!



KEEP TRACK OF THE SOUVENIRS YOU'VE COLLECTED DOWN HERE. DON'T FORGET TO BRAG TO YOUR FRIENDS!



Mona

Welcome to Mona Pizza!

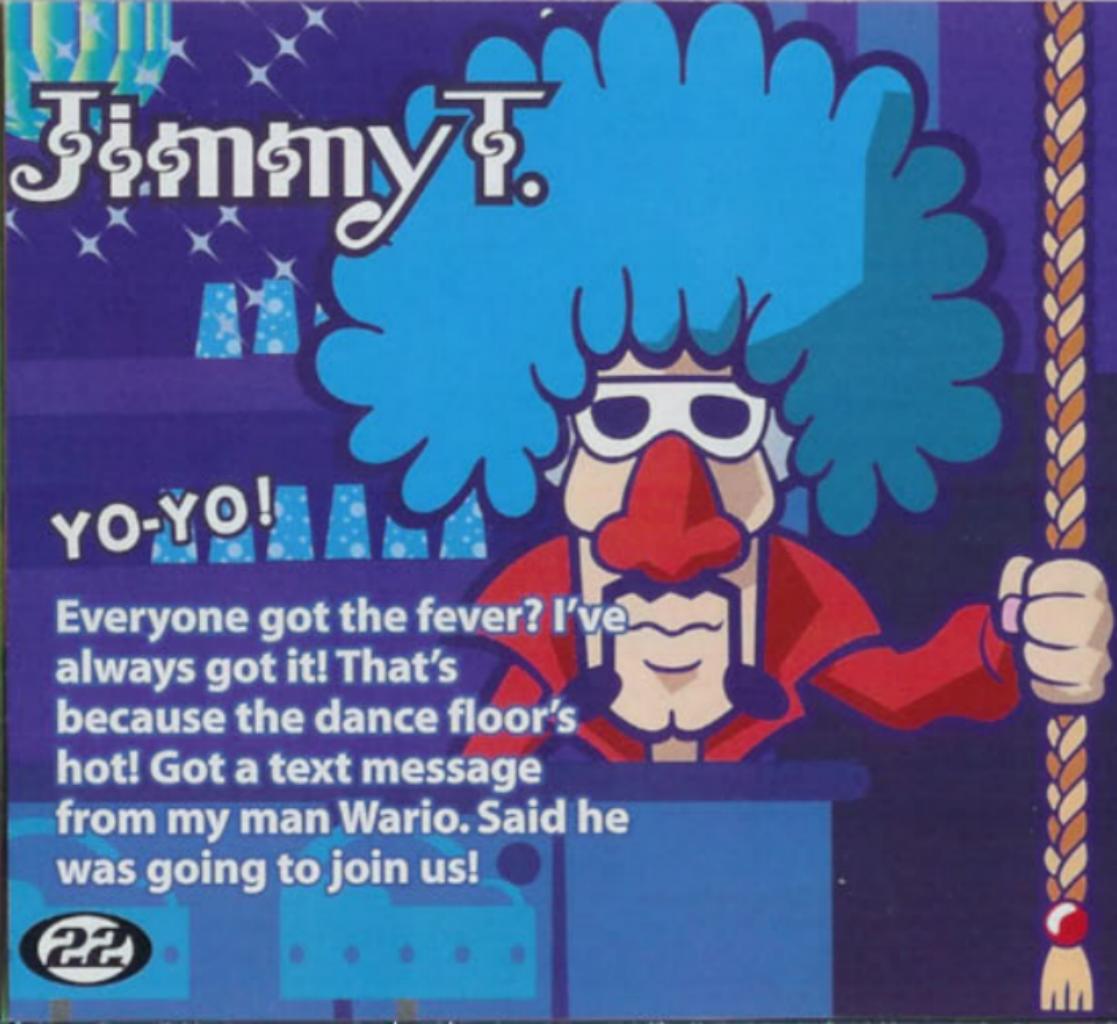
I'm working my part-time job at the pizza joint today! The manager says pizzas need to be served hot, so I brought my roller skates from home! I dunno. It made sense at the time.

But I've been known to take—and make—some nasty spills!

MINI SPIN

You've gotta use cute little moves on my cute little games. For this game, do a mini spin to avoid getting beaned in the head with a ball.

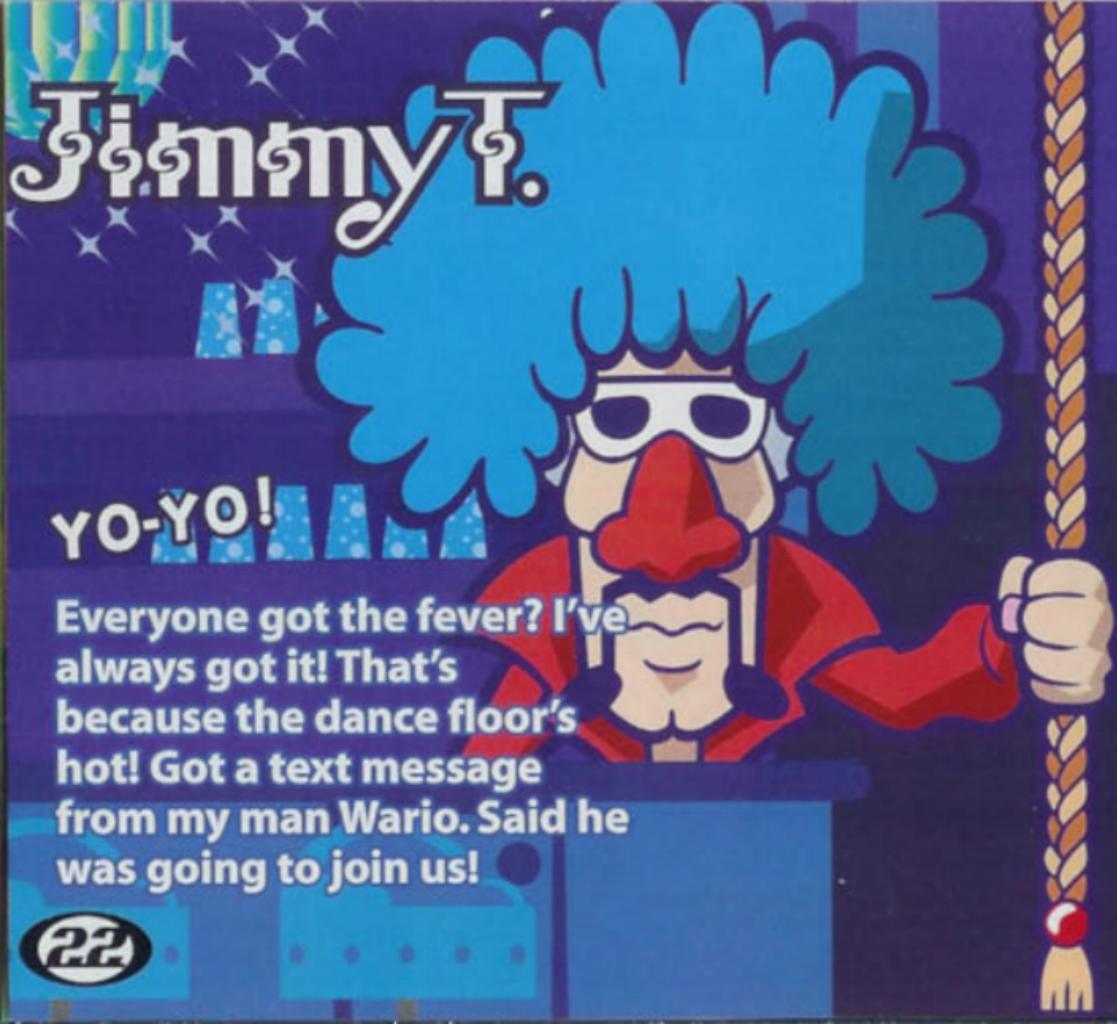
Move it!



YO-YO!

Everyone got the fever? I've always got it! That's because the dance floor's hot! Got a text message from my man Wario. Said he was going to join us!

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Club Sugar

I'm on fire tonight! Check out my killer moves. They're larger than life, just like my hair. Now, get out there and show me whatcha got!

BIG TIPPER



You need big moves if you wanna rule this dance floor. Get the rhythm down to clear my stage!

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This just ain't right...

Hey, Spitz! Our cab's stalled. I know how to drive this thing, but I have no idea how to fix it. Can you get this? Do ya think you can fix it?

Dribble

What? What do you mean, "a wrench and a jack"? What's a wrench? What's a jack? I'm useless!



STEER CLEAR

I have no idea how to put a new transmission in, but I know how to spin and press A.

Spitz

Muahahaha!

With my new invention, I can defy the
very law of gravity itself!

I call it...THE GRAVITATOR!

With my command over the force of
gravity, nothing can stop me! Why, I can
even walk on the ceiling! In fact, I think
I'll test my hypothesis with a little jig
right now!

Dr. Crygor

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What's that you say? If I alter
gravity's pull, then we will all be
(ahem) dancing on the ceiling?
Good point. Would you like to
become my assistant?

GRAVITATOR

Drop!

All you have to do is tilt
the GBA to change the
direction of gravity.
This should not be a
difficult concept
to grasp.

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Orbulton



Greetings.
Last week, as I was orbiting your planet, I came upon a giant black hole that nearly sucked me in. Trapped in its pull, I found that time itself began to slow for me...

Hurtling through space is exhilarating.



TIME WARP



By Time Warp, I mean my microgames last longer than they should. Just play them and see. I don't know why humans have such trouble with rudimentary Einsteinian physics!

I'm seeing stars... Are they from the cosmos or just from spinning?

Heya! 9-Volt here!

Today, 18-Volt and I both got in trouble at school. So, I invited him over to play this new Nintendo game I scored. He knows almost as much as I do about Nintendo games...

But I'm still the best!



9-Volt



18-Volt

SPINTENDO CLASSICS



With this crazy spin, the NES® games that we know and love are all new again!

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Who lurks behind that purple mask? *

When my normal superness just won't cut it, I put on my superhero outfit and become...

Dun da-da DAAAAAA!
Wario-Man!

Check out my flying skillz!
Oh, you don't have to envy me! Oh, no, wait, ENVY ME!

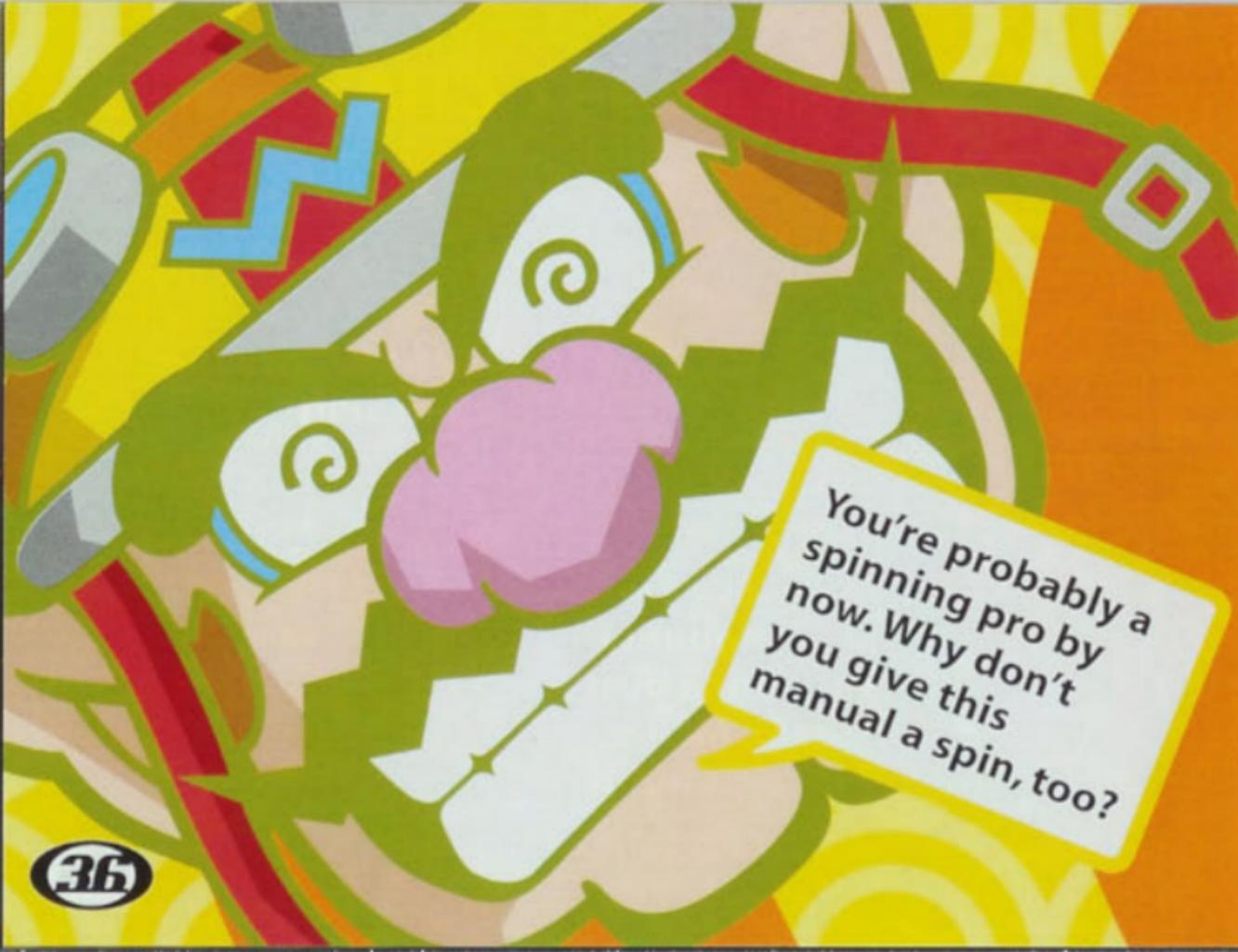
Wario-Man

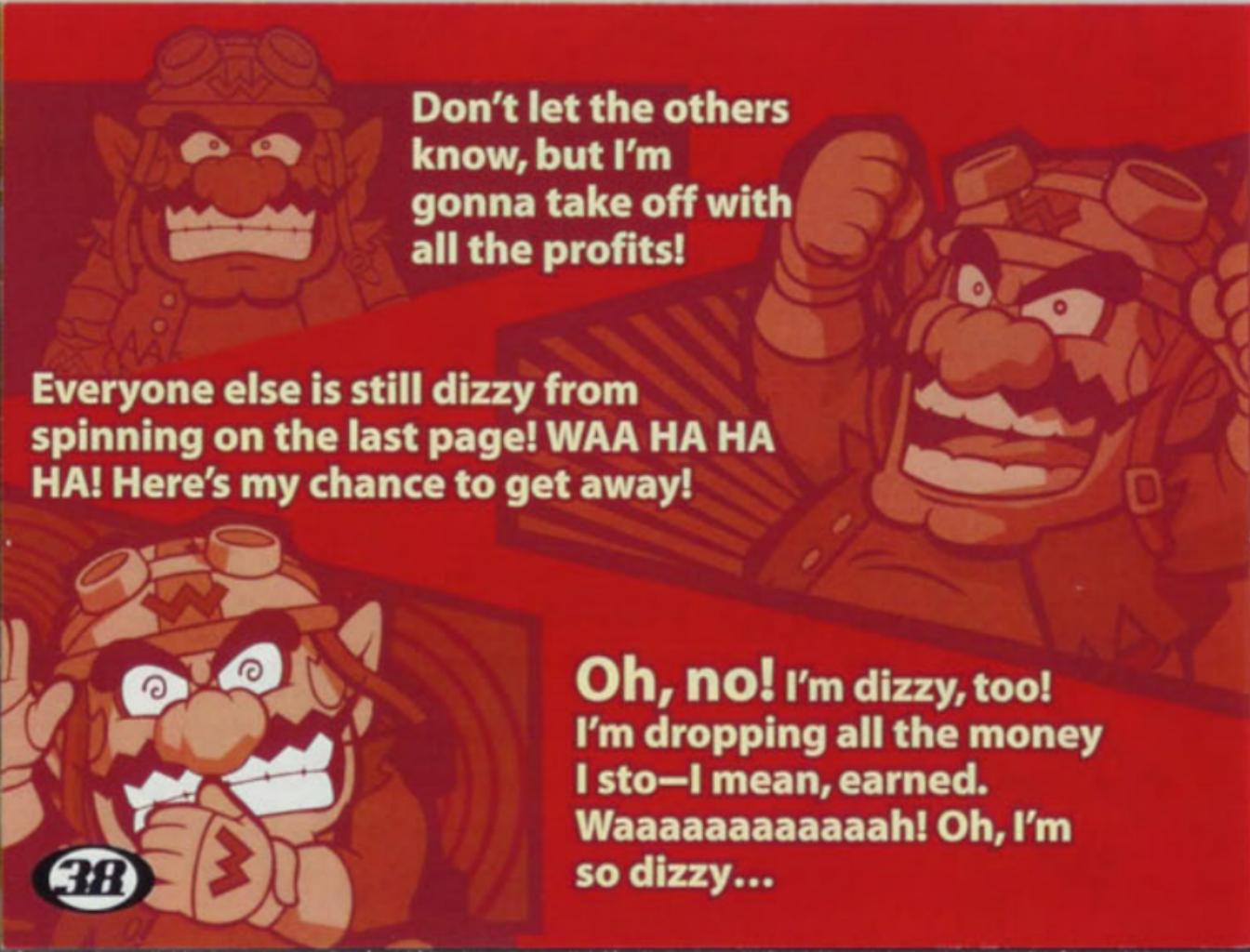
SPANDEX CHALLENGE



If you've come this far, you don't need my help! Just spin!
Spin! SPIN!

That was a close call. I thought I was gonna bust a seam! Man, this suit's tight!





Don't let the others
know, but I'm
gonna take off with
all the profits!

Everyone else is still dizzy from
spinning on the last page! WAA HA HA
HA! Here's my chance to get away!

Oh, no! I'm dizzy, too!
I'm dropping all the money
I sto—I mean, earned.
Waaaaaaaaaaaah! Oh, I'm
so dizzy...

TROUBLESHOOTING

There is a sound coming from the Game Pak.

- When the Rumble Feature is activated during game play, a small motor inside the game can be heard. This is normal.

The Gyro Sensor doesn't seem to be working correctly.

- When playing the game in a moving vehicle, the Gyro Sensor may not respond correctly, or will respond to the movements of the vehicle.
- Large changes in temperature may cause the Gyro Sensor to temporarily stop working.
- The Game Pak or hardware edge connector may be dirty.

There is no rumble.

- Check to see if the Rumble Feature is turned off in the Options menu.
- The Game Pak or hardware edge connector may be dirty.

If your Game Pak still does not operate correctly after trying the above remedies, please visit the customer service area of our web site at www.nintendo.com or call 1-800-255-3700.



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www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

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You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

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Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

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NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM



or call 1-800-255-3700
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
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